## Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD MCWI-0036 Effective January 1, 2003 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE -SMALL ENTITY **TOTAL CLAIMS** RATE FEE RATE FEE FOR BASIC FEE NUMBER EXTRA 375.00 BASIC FEE NUMBER FILED 750.00 OR TOTAL CHARGEABLE CLAIMS 33 minus 20= X\$ 9= 29A X\$18= OR INDEPENDENT CLAIMS minus 3 = X42= X84= OR MULTIPLE DEPENDENT CLAIM PRESENT +140= +280= OR \* If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL TOTAL 632 OR **CLAIMS AS AMENDED - PART II** OTHER THAN SMALL ENTITY OR SMALL ENTITY (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-4 REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL AMENDMENT AFTER PREVIOUSLY **EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X42= X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +140= +280= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-Ø REMAINING NUMBER PRESENT RATE TIONAL AMENDMENT RATE TIONAL AFTER **PREVIOUSLY EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus \*\*\* = X42= X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +140= +280= OR TOTAL TOTAL ADDIT. FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CI AIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT ENDMENT PREVIOUSLY RATE TIONAL **AFTER** RATE TIONAL **EXTRA** AMENDMENT PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Minus Independent \*\*\* X42= X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1,

\* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

\*\* If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

\*\*\*If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

OR

OR

+140=

ADDIT. FEE

TOTAL

+280=

ADDIT, FEE

TOTAL